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SIMNET CVCC

IVIS Utilities User Manual

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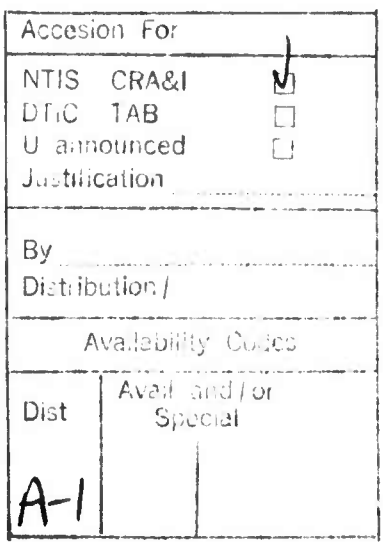

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Introduction

The CVCC includes two Macintosh computers that run IVIS utilities called *IVIS send* and *IVIS listen*. These utilities are used solely to send IVIS reports to the network, and to listen for incoming reports and print them. They are documented in this user manual.

Ivis send

IVIS send enables you to compose many of the same types of IVIS reports that can be composed on the BnTOC workstation. Each report, or script, consists of the following information:

- IVIS Network—which network will receive the reports
- Originator—duty position of the originator
- Relevance—low, medium, or high
- Identifier—a unique number assigned by the originator to identify the report
- Type of report—Adjust*, Ammo, Call for Fire, Contact, Shell, Situation, Spot, or Intel. (Frago reports are also listed, but this option is not functional and will not be implemented.)
- Information specific to the report—for example, for a shell report, the number of shells, their location, and time elapsed

Scripts can be stored on disk as individual files called Send Files, or you can create and send them interactively. Send Files can be grouped into Vignette Files, which send the scripts they over the network at user-specified intervals. Vignettes, in turn, can be grouped into Session Files, which execute the vignettes in background.

In the following sections we'll describe the elements of each type of file, explain how to create them for storage on disk, and provide instructions for using *IVIS send* .

* Not yet supported

SEND FILES

Send Files are simply a listing of the information included in a report, such as a shell report. Each type of report requires different information, such as location or time elapsed, *which must be entered in a specific order.* Figure 1 lists Send File fields, in the order in which they should be entered. Figure 2 lists valid entries for each field.

To create a Send File, using the computer editor of your choice, simply name the file and type in the required information. ***Note that colons are not used when you create a Send File.*** Figure 3 shows what a Spot Report Send File looks like.

	Send File Type						
	ammo	**cff**	**contact**	**shell**	**slt**	**spot**	**Intel**
Field Names	Originator Relevance Identifier Report Heat Sabot Ammo50 Ammo7_62 Smoke	Originator Relevance Identifier Report Location What	Originator Relevance Identifier Report What-0 Location-0 What-1 Location-1 What-2 Location-2 What-3 Location-3	Originator Relevance Identifier Report Location Number Elapsed	Originator Relevance Identifier Report FLOT1 FLOT2 Level Activity Intention Elapsed Ammo Shortage Equip Shortage Fuel Shortage Pers Shortage	Originator Relevance Identifier Report What-0 Observed-0 Destroyed-0 What-1 Observed-1 Destroyed-1 Location Heading Enemy Own Elapsed	Originator Relevance Identifier Report Enemy-What Enemy- Number Enemy- Activity Enemy- Location Enemy- Heading Friend-What Friend- Number Friend- Activity Friend- Location Friend- Heading Obstacle Endpoint1 Endpoint2 Elapsed

Figure 1. Required Fields for Send Files

Field	Valid Entries
Heat Sabot Ammo50 Ammo7_62 Smoke	Green, Amber, Red, Black
Location Enemy-Location Friend-Location Endpoint1 Endpoint2 FLOT1 FLOT2	Any UTM Coordinate string
What Enemy-What Friend-What	Tank, ATGM, Helo, FWAIR, Arty, PC, Truck, Troops, Arty C2, Mech Mortar, Scout, Support Tank
Number Elapsed Enemy-Number Friend-Number Observed Destroyed	Integer
Heading Enemy-Heading Friend-Heading	Integer 0–360
Level	Light, Medium, Heavy
Activity Intention Enemy Own Enemy-Activity Friend-Activity	Air-attack, Attack, Defend, Delay, Fire, Ground-attack, No-change, Recon, Withdraw
AmmoShortage EquipShortage FuelShortage PersShortage	no, yes
Obstacle	Abati, Blown-Bridge, Minefield, Tank-Ditch

Figure 2. Valid Entries for Send File Fields

```
Originator      N35
Relevance       low
Identifier      4
Report          spot
What-0          troops
Observed-0      15
Destroyed-0     500
What-1          tank
Observed-1      1
Destroyed-1     1
Location        ES896996
Heading         349
Enemy           recon
Own             recon
Elapsed         5
```

Figure 3. Typical Spot Report Send File

VIGNETTE FILES

Vignette Files are scripts comprised of Send Files. To create a Vignette File, in the editor of your choice, enter the file type (vignette), specify the interval, in seconds, at which you want to send the Send Files, then list the file names. If you do not specify an interval, the system defaults to 1 second. Multiple intervals can be specified in the vignette file, that is, you can send different files at different intervals. Figure 4 provides an example of a typical Vignette File. In the example, the first seven files are sent at intervals of 26 seconds, the next four files at intervals of 35 seconds, and the last six files at intervals of 40 seconds.

```
vignette
interval 26
S1HA
C2HA
S3HA
I4HA
S6HA
C10HA
I11HA
interval 35
S13HA
I14HA
I15HA
C20HA
interval 40
I21HA
I23HA
I24HA
C25HA
S26HA
I27HA
```

Figure 4. Typical Vignette File

SESSION FILES

Session Files are scripts comprised of Vignette Files and Send Files. To create a Session File, in the editor of your choice, enter the file type (session) and list the Vignette and Send Files, including the receiving network, you want to include in the session. Figure 5 provides an example of a Session File.

```
session
vignette3highv 0/Bn
vignette2highv 1/Bn
vignette1highv 2/Bn
v1mvcc 3/Bn
```

Figure 5. Typical Session File

USING IVIS SEND

To start up *IVIS send*, at the **send 1#** prompt, type **IVIS-Send #**, where # is the number of the exercise that is currently running. The main menu appears on the screen:

```
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)?
```

Using this menu, you can add scripts that are stored on the disk to a queue, create a new script and add it to the queue, delete scripts from the queue, see which scripts are in the queue, execute or send the scripts, and quit the program.

Adding Scripts

The *Add script* option allows you to load an existing script from the disk into the queue for sending, or create a new script and add it to the queue.

To add an existing script to the queue...

1. Type **a** at the main menu prompt and press **<return>**. The system will prompt you for the Script Name.

2. Type in the script name and press **<return>**. The system responds by showing the type of file you requested, i.e., Send File, Vignette File, or Session File. If you enter an invalid script name, the system returns the following message:

   ```
   There is no script or send file of name xxxx.
   Would you like to interactively input a send script (Y/N)?
   ```

3. The system asks you to specify which Ivis Network to send the file to.

   Type **1** to identify the battalion number, a slash (/), and a valid network identifier; press **<return>**. Valid identifiers include Bn, A, B, C, and D companies, and A1, A2, A3, B1, B2, B3, C1, C2, C3, D1, D2, and D3 platoons. If you enter an invalid network identifier, the system lists examples of valid identifiers.

4. The main menu reappears on the screen.

An example of how to add a Send File is shown in Figure 6.

```
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)? a
    Script Name: spot
    SEND FILE: spot
    Ivis Network: 1/asdf
Valid networks are 0/Bn, 0/A, 0/B, 0/C, 0/D, 0/A1, 0/A2, 0/A3, 0/B1, 0/B2, 0/B3,
0/C1, 0/C2, 0/C3, 0/D1, 0/D2, 0/D3, 1/Bn, etc.
    Ivis Network: 1/Bn
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)?
```

Figure 6. Adding a Send File

If you added a Vignette File, the system will show the interval at which the files will be sent and list the names of each Send File included in the Vignette. If there is a problem with a Send File, an error message (preceded by ***) will appear in its place. Figure 7 is an example of how to add a vignette file.

```
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)? a
    Script Name: v1
    VIGNETTE FILE: v1
    Ivis Network: 1/Bn
        Interval: 15 secs
          1) Send file: sit2
          2) Send file: cff1
          3) Send file: cff2
          4) Send file: con1
          5) Send file: spot1
          6) Send file: intel1
          7) Send file: sit1
          8) Send file: cff3
          9) Send file: cff4
         10) Send file: intel2
*** A report type must be specified.
         11) Send file: sit2
         12) Send file: shell
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)?
```

Figure 7. Adding a Vignette File

Creating Scripts Interactively

In addition to loading script files that have been stored on disk, you can interactively create Send Files. These files cannot be saved on disk, however. To interactively create a Send File,

1. Type **a** at the main menu prompt and press **<return>**. The system prompts you for the Script Name.

2. Type in an invalid script name (a name that is not stored on disk) and press **<return>**. The system returns the following message:

   ```
   There is no script or send file of name xxxx.
   Would you like to interactively input a send script (Y/N)?
   ```

3. Type **y** and press **<return>**. The system asks you to specify which Ivis Network to send the file to.

4. Type **1** to identify the battalion number, a slash (/), and a valid network identifier and press **<return>**. Valid identifiers include Bn, A, B, C, and D companies, and A1, A2, A3, B1, B2, B3, C1, C2, C3, D1, D2, and D3 platoons. If you enter an invalid network identifier, the system lists examples of valid identifiers.

The system then prompts you for the following information. If you enter invalid information, the system responds with an error message and lists the valid options.

5. Originator: enter your duty position

6. Relevance: low, medium, or high

7. Identifier: enter a unique number assigned by you. You must keep track of identifier numbers; the system will not recognize if a number is not unique.

8. Report: enter the type of report you wish to create (Adjust*, Ammo, CFF, Contact, Shell, Sit, Spot, Intel).

9. The system will prompt you for information necessary for the type of report you are creating, such as location, number, time elapsed, etc. See Figure 1 for report fields and Figure 2 for valid entries.

   Figure 8 provides an example of how to create a shell report. When you've entered all the necessary information, the system returns to the main menu.

---

* Not yet implemented.

```
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)? a
    Script Name: dfgh
    There is no script or send file of name dfgh.
    Would you like to interactively input a send script (Y/N)? y
    Avis Network: 1/Bn
 Originator:      shell
*** The Originator field must contain a duty position.
 Originator:      A06
 Relevance:       low
 Identifier:      348
 Report:          shell
 Location:        ES67856
 Number:          34
 Elapsed:         5
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)?
```

Figure 8. Creating a Shell Report

When you've finished adding scripts to the queue, you can delete them, see which scripts are in the queue, or use the *Execute script* option to send them out over the network. These options are described in the following sections.

Deleting Scripts

Deleting a script removes it from the queue.

> ***NOTE: The system will not request confirmation before deleting a script from the queue.***

To delete a script,

1. Type **d** at the main menu prompt and press **<return>**. The system prompts you for the script name.
2. Enter the script name to be deleted and press **<return>**.
3. The system deletes the script from the queue and returns to the main menu.

Figure 9 provides an example of deleting a script.

```
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)? d
    Script Name: spot
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)?
```

Figure 9. Deleting a Script

Viewing Scripts

The *View scripts* option allows you to see which scripts are in the queue. To view scripts,

> Type **v** at the main menu prompt and press **<return>**. The system lists the scripts to be executed and returns to the main menu.

Figure 10 provides an example of the *View scripts* option.

```
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)? v
    Scripts to be executed:
        1) spot: send script from file
        2) v1: vignette script
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)?
```

Figure 10. Viewing Scripts

Executing Scripts

When you select the *Execute scripts* option, all scripts that have been added to the queue are sent out over the network at the intervals specified in the scripts. To execute scripts, type **e** at the main menu prompt and press **<return>**. As scripts are executed, information about them is printed out on the screen, as shown in Figure 11.

```
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)? e

Sending Report:     Situation report 6 created by T06 at 10:36:47
    FLOT: ES887997-ES888998 Enemy Activity: attack Level: light
    Shortage: { Ammo Pers } Own Intent : defend
    As Of: 10:26:47
Report sit2 sent on network 1/Bn.

Sending Report:     Spot report 31306 created by A23 at 10:36:47
    [ What: tank Location: ES850875
      Observed: unspecified Damaged: unspecified Destroyed: 3 ]
    [ What: PC Location: ES850875
      Observed: 1 Damaged: unspecified Destroyed: 56 ]
    Heading: unspecified Enemy Activity: ground-attack Own Activity: defend
    As Of: 10:36:47
Report spot sent on network 1/Bn.

Sending Report:     Situation report 6 created by T06 at 10:36:47
    FLOT: ES887997-ES888998 Enemy Activity: attack Level: light
    Shortage: { Ammo Pers } Own Intent : defend
    As Of: 10:26:47
Report sit2 sent on network 1/Bn.

Sending Report:     Call For Fire report 1 created by N33 at 10:37:03
    What: tank Location: ES890990
Report cff1 sent on network 1/Bn.

Sending Report:     Call For Fire report 1 created by N33 at 10:37:03
    What: tank Location: ES890990
Report cff1 sent on network 1/Bn.
Add script, Delete script, View scripts, Execute scripts, Quit (A/D/V/E/Q)?
```

Figure 11. Executing Scripts

Ivis listen

IVIS listen monitors the network for IVIS reports and event flags. As reports are received, IVIS listen prints them out on the screen and line printer.

To start up *IVIS listen,* at the **listen 1#** prompt, type **`IVIS-Listen #`**, where # is the number of the current exercise. This utility requires no further interaction from the user.

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